

1 Core Java Volume I Fundamentals

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and email contact with the author and the Java Gently team can be found at

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www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

Core Java Fundamentals Prentice Hall

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn:

- How to identify and handle undefined behavior in a C program
- The range and representations of integers and floating-point values
- How dynamic memory allocation works and how to use nonstandard functions
- How to use character encodings and types
- How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors
- How to understand the C compiler's translation phases and the role of the preprocessor
- How to

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test, debug, and analyze C programs Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

Core Java® has long been recognised as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java®, Volume II-Advanced Features, 11th Edition, has been updated to reflect Java SE 9. Core Java, Vol. II covers advanced user-interface programming and the enterprise features of the Java SE 9 platform. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title.

With Kernel Projects for Linux, Professor Gary Nutt provides a series of 12 lab exercises that illustrate how to implement core operating system concepts in the increasingly popular Linux environment. The makeup of the manual allows readers to learn concepts on a modern operating system—Linux—while at the same time viewing the source code. This hands-on manual complements any core OS book by demonstrating how theoretical concepts are realized in Linux. Part I presents an overview of the Linux design, offering some insight into such topics as runtime organization and process, file, and device management. Part II consists of a graduated set of exercises where readers move from inspecting various aspects of the operating systems's internals to developing

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their own functions and data structures for the Linux kernel. This book is designed for programmers who need to learn the fundamentals of operating systems on a modern OS. The progressively harder exercises allow them to learn concepts in a hands-on setting.

The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes:

- Data types, variables, arrays, and operators
- Control statements
- Classes, objects, and methods
- Method overloading and overriding
- Inheritance
- Local variable type inference
- Interfaces and packages
- Exception handling
- Multithreaded programming
- Enumerations, autoboxing, and annotations
- The I/O classes
- Generics
- Lambda expressions
- Modules
- String handling
- The Collections Framework
- Networking
- Event handling
- AWT
- Swing
- The Concurrent API
- The Stream API
- Regular expressions
- JavaBeans
- Servlets

Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

Scala is a modern programming language for the Java Virtual

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Machine (JVM) that combines the best features of object-oriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java™, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started quickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with object-oriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala's powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools" such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques. Software -- Programming Languages.

Covering topics from simple to complex, this book has been

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written in such a way that the concepts are explained in detail, giving adequate emphasis on examples. --

The revised edition of the classic Core Java™, Volume II—Advanced Features, covers advanced user-interface programming and the enterprise features of the Java SE 6 platform. Like Volume I (which covers the core language and library features), this volume has been updated for Java SE 6 and new coverage is highlighted throughout. All sample programs have been carefully crafted to illustrate the latest programming techniques, displaying best-practices solutions to the types of real-world problems professional developers encounter. Volume II includes new sections on the StAX API, JDBC 4, compiler API, scripting framework, splash screen and tray APIs, and many other Java SE 6 enhancements. In this book, the authors focus on the more advanced features of the Java language, including complete coverage of Streams and Files Networking Database programming XML JNDI and LDAP Internationalization Advanced GUI components Java 2D and advanced AWT JavaBeans Security RMI and Web services Collections Annotations Native methods For thorough coverage of Java fundamentals—including interfaces and inner classes, GUI programming with Swing, exception handling, generics, collections, and concurrency—look for the eighth edition of Core Java™, Volume I—Fundamentals (ISBN: 978-0-13-235476-9).

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About

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the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring

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Demonstrates the advanced features of the most recent upgrade to the Java programming language

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results from performance testing Use JDK tools to collect data on how a Java application is performing Understand the advantages and disadvantages of using a JIT compiler Tune JVM garbage collectors to affect programs as little as possible Use techniques to manage heap memory and JVM native memory Maximize Java threading and synchronization performance features Tackle performance issues in Java EE and Java SE APIs Improve Java-driven database application performance

This comprehensive resource, shows you everything you need to develop, compile, debug, and run Java programs.

This expert guide has been updated for Java Platform Standard Edition 6 (Java SE 6) and offers complete coverage of the Java language, its syntax, keywords, and fundamental programming principles. Also find information on Java's key API libraries, learn to create applets and servlets, and use JavaBeans. The author has even included expanded coverage of Swing--the toolkit that defines the look and feel of

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the modern Java GUI.

The #1 Java Guide for Serious Programmers: Fully Updated through Java 17 Core Java, Volume I: Fundamentals, Twelfth Edition, is the definitive guide to writing robust, maintainable code. Whatever version of Java you are using--up to and including Java 17--this book will help you achieve a deep and practical understanding of the language and APIs. With hundreds of realistic examples, Cay S. Horstmann reveals the most powerful and effective ways to get the job done. This book is written for readers with prior programming experience who are looking for in-depth coverage of the Java language and platform. You'll learn about all language features in detail, including the recent improvements in Java 17. The applied chapters and code examples cover the most up-to-date capabilities of the vast Java library. For 25 years, Core Java has prepared serious programmers for serious Java programming. This first of two volumes offers in-depth coverage of fundamental Java programming, including object-oriented programming, generics, collections, lambda expressions, concurrency, and functional programming. Classic material for Swing UI programming is included for those who need it. This edition's new content covers text blocks, switch enhancements, records, pattern matching for instanceof, sealed classes, and more. Master foundational techniques, idioms, and best practices for writing superior Java code Leverage the power of interfaces, lambda expressions, and inner classes Harden programs through effective exception handling and debugging Write safer, more reusable code with generic programming Improve performance and efficiency with Java's standard collections Explore simple programs with JShell and assemble complex programs with archives and modules Build cross-platform GUIs with the Swing toolkit Fully utilize multicore processors with Java's powerful concurrency model See Core Java,

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Volume II: Advanced Features, Twelfth Edition (coming in 2022), for expert coverage of Java 17 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! Effective Java™, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition. Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization How to avoid the traps and pitfalls of commonly

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misunderstood subtleties of the language Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io` Simply put, *Effective Java™, Second Edition*, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs. Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and

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distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

The release of Java SE 8 introduced significant enhancements that impact the Core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer required and new features like lambda expressions will increase programmer productivity, but navigating these changes can be challenging. Core Java for the Impatient is a complete but concise guide to Java SE 8. Written by Cay Horstmann--the author of Java SE 8 for the Really Impatient and Core Java(tm), the classic, two-volume introduction to the Java language--this indispensable new tutorial offers a faster, easier pathway for learning the language and libraries. Given the size of the

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language and the scope of the new features introduced in Java SE 8, there's plenty of material to cover, but it's presented in small chunks organized for quick access and easy understanding. If you're an experienced programmer, Horstmann's practical insights and sample code will help you quickly take advantage of lambda expressions (closures), streams, and other Java language and platform improvements. Horstmann covers everything developers need to know about modern Java, including Crisp and effective coverage of lambda expressions, enabling you to express actions with a concise syntax A thorough introduction to the new streams API, which makes working with data far more flexible and efficient A treatment of concurrent programming that encourages you to design your programs in terms of cooperating tasks instead of low-level threads and locks Up-to-date coverage of new libraries like Date and Time Other new features that will be especially valuable for server-side or mobile programmers Whether you are just getting started with modern Java or are an experienced developer, this guide will be invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code. With this book/CD package, experienced programmers will get to the heart of Java quickly and easily--from the fundamentals to advanced tips and tricks of the experts. The book is perfect for C/C++ programmers who want to add Java to their skill set, Visual Basic programmers who want to learn Java to broaden their marketability, and COBOL programmers who want to "retool" by learning Java.

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No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, *Automate the Boring Stuff with Python*. What's the next step toward becoming a capable, confident software developer? Welcome to *Beyond the Basic Stuff with Python*. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control.

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Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn:

- Coding style, and how to use Python's Black auto-formatting tool for cleaner code
- Common sources of bugs, and how to detect them with static analyzers
- How to structure the files in your code projects with the Cookiecutter template tool
- Functional programming techniques like lambda and higher-order functions
- How to profile the speed of your code with Python's built-in timeit and cProfile modules
- The computer science behind Big-O algorithm analysis
- How to make your comments and docstrings informative, and how often to write them
- How to create classes in object-oriented programming, and why they're used to organize code

Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But *Beyond the Basic Stuff with Python* will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic

Requirements:

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Covers Python 3.6 and higher

"The first two lessons of Core Java LiveLessons, Second Edition, quickly review the history of Java and show you, step by step, how to install the software development environment. In lesson 3, you will learn how to do in Java what you already know in another programming language: write branches and loops, and work with numbers, strings, and arrays. Lesson 4 covers object-oriented programming. Java is thoroughly object-oriented, and the lesson shows you how to use built-in classes and how to build your own. Lessons 5 and 6 cover inheritance and interfaces as well as the lambda expressions, a powerful new feature of Java SE 8.

Lesson 7 shows you what to do when your programs do the wrong thing. The lesson covers exception handling, logging, and debugging. In lesson 8, you will learn how to write generic code that works for many different data types. Lesson 9 puts those skills to work, when we examine the multitude of Java collections that allow you to organize your data in many ways. The final three lessons introduce the fundamentals of user interface programming in Java."--Resource description page.

The book is written in such a way that learners without any background in programming are able to follow and understand it entirely. It discusses the concepts of Java in a simple and straightforward language with a clear cut explanation, without beating around the bush. On reading the book, readers are able to write simple programs on their own, as this is the first requirement to become a Java Programmer. The book provides ample solved programs which could be used by the students not only

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in their examinations but also to remove the fear of programming from their minds. After reading the book, the students gain the confidence to apply for a software development company, face the interview board and come out successful. The book covers sample interview questions which were asked in various interviews. It helps students to prepare for their future careers.

Demonstrates the advanced features of the most recent upgrade to the Java programming language, covering topics including multithreading, collections, networking, remote objects, JavaBeans, and GUI-building techniques.

Eagerly anticipated by millions of programmers, Java SE 8 is the most important Java update in many years. The addition of lambda expressions (closures) and streams represents the biggest change to Java programming since the introduction of generics and annotations. Now, with *Java SE 8 for the Really Impatient*, internationally renowned Java author Cay S.

Horstmann concisely introduces Java 8's most valuable new features (plus a few Java 7 innovations that haven't gotten the attention they deserve). If you're an experienced Java programmer, Horstmann's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements. This indispensable guide includes Coverage of using lambda expressions (closures) to write computation "snippets" that can be passed to utility functions The brand-new streams API that makes Java collections far more flexible and efficient Major updates to concurrent programming that make use of lambda expressions (filter/map/reduce) and that provide dramatic performance improvements for shared counters and hash tables A full chapter with advice on how you can put lambda expressions to work in your own programs Coverage of the long-awaited introduction of a well-designed

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date/time/calendar library (JSR 310) A concise introduction to JavaFX, which is positioned to replace Swing GUIs, and to the Nashorn Javascript engine A thorough discussion of many small library changes that make Java programming more productive and enjoyable This is the first title to cover all of these highly anticipated improvements and is invaluable for anyone who wants to write tomorrow's most robust, efficient, and secure Java code.

Java 2.0 makes major improvements in areas that are critical to sophisticated developers. This book includes expert guidance on the basics of Java 2 multithreading, networking, database connectivity, remote objects, JavaBeans, and security.

An Accessible Guide to the Java Language and Libraries Modern Java introduces major enhancements that impact the core Java technologies and APIs at the heart of the Java platform. Many old Java idioms are no longer needed and new features such as modularization make you far more effective. However, navigating these changes can be challenging. Core Java® SE 9 for the Impatient, Second Edition, is a complete yet concise guide that includes all the latest changes up to Java SE 9. Written by Cay S.

Horstmann—author of the classic two-volume Core Java—this indispensable tutorial offers a faster, easier pathway for learning modern Java. Given Java SE 9's size and the scope of its enhancements, there's plenty to cover, but it's presented in small chunks organized for quick access and easy understanding. Horstmann's practical insights and sample code help you quickly take advantage of all that's new, from Java SE 9's long-awaited "Project Jigsaw" module system to the improvements first introduced in Java SE 8, including lambda expressions and streams. Use modules to simplify the development of well-performing complex systems Migrate applications to work with the

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modularized Java API and third-party modules Test code as you create it with the new JShell Read-Eval-Print Loop (REPL) Use lambda expressions to express actions more concisely Streamline and optimize data management with today's Streams API Leverage modern concurrent programming based on cooperating tasks Take advantage of a multitude of API improvements for working with collections, input/output, regular expressions, and processes Whether you're just getting started with modern Java or you're an experienced developer, this guide will help you write tomorrow's most robust, efficient, and secure Java code. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

The #1 Guide to Advanced Java Programming, Fully Updated for Java 11 Core Java has long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. Now, Core Java, Volume II-Advanced Features, Eleventh Edition, has been updated for Java 11, with up-to-date coverage of advanced UI and enterprise programming, networking, security, and Java's powerful new module system. Cay S. Horstmann explores sophisticated new language and library features with the depth and completeness that readers expect from Core Java . He demonstrates how to use these features to build professional-quality applications, using thoroughly tested examples that reflect modern Java style and best practices, including modularization. Horstmann's examples are carefully crafted for easy understanding and maximum practical value, so you can consistently use them to jump-start your own code. Master advanced techniques, idioms, and best practices for writing superior Java code Take full advantage of modern Java I/O APIs, object serialization, and regular expressions

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Efficiently connect to network services, implement network clients and servers, and harvest web data Query databases and manage database connections with the latest version of JDBC Simplify all aspects of date and time programming with the Java Date and Time API Write internationalized programs that localize dates, times, numbers, text, and GUIs Process code in three powerful ways: the scripting API, compiler API, and annotation processing Learn how to migrate legacy code to the Java Platform Module System Leverage the modern Java security features most valuable to application programmers Program advanced client-side user interfaces, and generate images on the server Use JNI to interoperate with native C code See Core Java, Volume I—Fundamentals, Eleventh Edition (ISBN-13: 978-0-13-516630-7), for expert coverage of fundamental Java and UI programming, including objects, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

The #1 Guide for Serious Programmers: Fully Updated for Java SE 9, 10 & 11 Cay Horstmann's Core Java, Volume I—Fundamentals, Eleventh Edition, is the definitive guide to writing robust, maintainable code with the Java SE 9, 10, and 11 language and libraries. Horstmann writes for serious programmers who use Java in production projects, and need a deep, practical understanding of the language and API. Throughout, he delivers what you need most: hundreds of real (non-toy) examples revealing the most powerful, effective ways to get the job done. Updated examples reflect the new var keyword and take advantage of improvements in the Java API. You'll learn how to use JShell's new Read-Eval-Print Loop (REPL) for more rapid and exploratory development, and apply new features of the APIs for streams, input/output,

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processes, and concurrency. In this first of two volumes, Horstmann offers in-depth coverage of fundamental Java and UI programming, including object-oriented programming, generics, collections, lambda expressions, Swing design, concurrency, and functional programming. If you're an experienced programmer moving to Java SE 9, 10, or 11, there's no better source for expert insight, solutions, and code. Master foundational techniques, idioms, and best practices for writing superior Java code

- Efficiently implement encapsulation and inheritance
- Use sound principles of object-oriented design
- Leverage the full power of objects with interfaces, lambda expressions, and inner classes
- Harden programs through effective exception handling and debugging
- Write safer, more reusable code with generic programming
- Improve performance and efficiency with Java's standard collections
- Build cross-platform GUIs with the Swing toolkit
- Fully utilize multicore processors with Java's improved concurrency

See *Core Java, Volume II—Advanced Features, Eleventh Edition* (ISBN-13: 978-0-13-516631-4), for expert coverage of Java 9, 10, and 11 enterprise features, the module system, annotations, networking, security, and advanced UI programming. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Unleash the power of Python 3 objects

About This Book Stop writing scripts and start architecting programs

Learn the latest Python syntax and libraries

A practical, hands-on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3

Who This Book Is For If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. What You

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Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by studying higher level

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design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

7 Hours of Video Instruction Core Java®, Volumes I and II , have long been recognized as the leading, no-nonsense tutorial and reference for experienced programmers who want to write robust Java code for real-world applications. In Core Java®: Advanced LiveLessons , Cay S. Horstmann takes that same approach to introducing experienced programmers to Java, with detailed demonstration. This training pairs with the tenth edition of Core Java®, Volume II --Advanced Features , which has been fully updated to cover Java SE 8. In these video LiveLessons, you will learn about advanced Java language features along with the most useful parts of the standard library. In order to take full advantage of the lessons, be sure to download the companion source code . Related Content: Core Java LiveLessons (Complete Video Course) Core Java, Volume I--Fundamentals, Tenth Edition

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Core Java, Volume II--Advanced Features, Tenth Edition Lessons 1 and 2 cover lambda expressions, an important addition to Java 8, and the streams library, which makes extensive use of lambda expressions. With streams, you can efficiently analyze large data sets, simply by telling what you want to achieve. Leave it to the streams library to figure out the “how.” Lesson 3 covers bread-and-butter issues related to input and output: text processing, file handling, regular expressions, and connecting to web servers. Lesson 4 covers concurrency, the most important lesson within this LiveLessons training. Nowadays, processors have multiple cores and we need to keep them busy. But it is challenging to write programs that safely run tasks in parallel. This lesson gives you a set of strategies to meet that challenge. The next two lessons are all about building tools. Lesson 5 introduces the annotation mechanism. You will see how tools use annotations for checking program correctness, generating code, interfacing with databases and web services. Another way of making your programs smarter is by allowing your users to provide extensions in Java or a scripting language. Lesson 6 shows you how to run the Java compiler or a language interpreter in your programs. In Lesson 7 , you will learn how to write programs for users anywhere in the world, with their preferences for formatting and messages in their language. Lesson 8 covers the new java.time package that handles complexities like leap years, time zones, and daylight savings time. The last two lessons, Lessons 9 and 10 , show you how to interface with ...

Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and

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ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book Modern Java in Action connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's

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happening? Passing code with behavior
parameterization Lambda expressions PART 2 -
FUNCTIONAL-STYLE DATA PROCESSING WITH
STREAMS Introducing streams Working with
streams Collecting data with streams Parallel data
processing and performance PART 3 - EFFECTIVE
PROGRAMMING WITH STREAMS AND LAMBDA
Collection API enhancements Refactoring, testing,
and debugging Domain-specific languages using
lambdas PART 4 - EVERYDAY JAVA Using
Optional as a better alternative to null New Date and
Time API Default methods The Java Module System
PART 5 - ENHANCED JAVA CONCURRENCY
Concepts behind CompletableFuture and reactive
programming CompletableFuture: composable
asynchronous programming Reactive programming
PART 6 - FUNCTIONAL PROGRAMMING AND
FUTURE JAVA EVOLUTION Thinking functionally
Functional programming techniques Blending OOP
and FP: Comparing Java and Scala Conclusions and
where next for Java

Using research in neurobiology, cognitive science
and learning theory, this text loads patterns into your
brain in a way that lets you put them to work
immediately, makes you better at solving software
design problems, and improves your ability to speak
the language of patterns with others on your team.
This revised edition of the classic Core Java™,
Volume I—Fundamentals , is the definitive guide to

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Java for serious programmers who want to put Java to work on real projects. Fully updated for the new Java SE 6 platform, this no-nonsense tutorial and reliable reference illuminates the most important language and library features with thoroughly tested real-world examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so you can rely on them as an outstanding starting point for your own code. Volume I is designed to quickly bring you up to speed on what's new in Java SE 6 and to help you make the transition as efficiently as possible, whether you're upgrading from an earlier version of Java or migrating from another language. The authors concentrate on the fundamental concepts of the Java language, along with the basics of user-interface programming. You'll find detailed, insightful coverage of Java fundamentals Object-oriented programming Interfaces and inner classes Reflection and proxies The event listener model GUI programming with Swing Packaging applications Exception handling Logging and debugging Generic programming The collections framework Concurrency For detailed coverage of XML processing, networking, databases, internationalization, security, advanced AWT/Swing, and other advanced features, look for the forthcoming eighth edition of Core Java™, Volume II—Advanced Features (ISBN: 978-0-13-235479-0).

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A practical introduction to Java programming—fully revised for long-term support release Java SE 11. Thoroughly updated for Java Platform Standard Edition 11, this hands-on resource shows, step by step, how to get started programming in Java from the very first chapter. Written by Java guru Herbert Schildt, the book starts with the basics, such as how to create, compile, and run a Java program. From there, you will learn essential Java keywords, syntax, and commands. Java: A Beginner's Guide, Eighth Edition covers the basics and touches on advanced features, including multithreaded programming, generics, Lambda expressions, and Swing. Enumeration, modules, and interface methods are also clearly explained. This Oracle Press guide delivers the appropriate mix of theory and practical coding necessary to get you up and running developing Java applications in no time. •Clearly explains all of the new Java SE 11 features•Features self-tests, exercises, and downloadable code samples•Written by bestselling author and leading Java authority Herbert Schildt Core Java has long been recognised as the leading no-nonsense tutorial and reliable reference. It carefully explains the most important language and library features and shows how to build real-world applications with thoroughly tested examples. The example programs have been carefully crafted to be easy to understand as well as useful in practice, so

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you can rely on them as the starting point for your own code. All of the code examples have been rewritten to reflect modern Java best practices and code style. The critical new features introduced with Java SE 9 are all thoroughly explored with the depth and completeness that readers expect from this title. Core Java Volume I walks readers through the all details and takes a deep dive into the most critical features of the language and core libraries. This guide will help you Leverage your existing programming knowledge to quickly master core Java syntax Understand how encapsulation, classes, and inheritance work in Java Master interfaces, inner classes, and lambda expressions for functional programming Improve program robustness with exception handling and effective debugging Write safer, more readable programs with generics and strong typing Use pre-built collections to collect multiple objects for later retrieval Master concurrent programming techniques from the ground up Build modern cross-platform GUIs with standard Swing components Deploy configurable applications and applets, and deliver them across the Internet Simplify concurrency and enhance performance with new functional techniques

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